

SPARKSTER!
KID CHAMELEON

Sonic *the comic*

**THAT
STINKING
FEELING!**

**SONIC'S
BRUSH
WITH
BAD
BREATH!**

**DOUBLE-FISTED
KNUCKLES!**

- **CHAOTIX
CAPERS!**
- **PUNCHY
PIN-UP!**



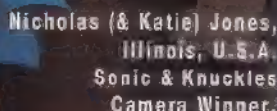
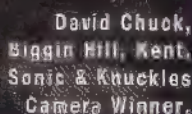
**YOUR
HOLIDAY
ART!**



Welcome Screen

Meo44014

SONIC THE HEDGE-DOG!







The Sega Charts

up down non move
re-entry new entry



CHARTS
COMPILED
BY
GALLUP











MEGA DRIVE

- 1  BRIAN LARA CRICKET
- 2  WINTER OLYMPICS
- 3  WORLD CUP USA '94
- 4  FIFA SOCCER '95
- 5  BALLZ
- 6  TOEJAM AND EARL 2
- 7  PGA EUROPEAN TOUR 601
- 8  DOWN ROAD RASH 3
- 9  RUGBY WORLD CUP '95
- 10  ETERNAL CHAMPIONS











MEGA-CD

- 1  WORLD CUP USA '94
- 2  MICKEY MANIA
- 3  GROUND ZERO TEXAS
- 4  FIFA INTERNATIONAL SOCCER
- 5  BRUTAL: PAWS OF FURY
- 6  REBEL ASSAULT
- 7  TOMCAT ALLEY
- 8  SEGA CLASSICS
- 9  NOVA STORM
- 10  DOWN SNATCHER

MASTER SYSTEM

- 1  BRAM STOKER'S DRACULA
- 2  ROAD RASH
- 3  SENSIBLE SOCCER
- 4  COOL SPOT
- 5  SONIC THE HEDGEHOG 2
- 6  WINTER OLYMPICS
- 7  DESERT SPEED TRAP
- 8  STAR WARS
- 9  DRAGON: THE BRUCE LEE STORY
- 10  ROBOCOP II TERMINATOR

GAME GEAR

- 1  WINTER OLYMPICS
- 2  JAMES POND 2 - ROBOCOD
- 3  SONIC THE HEDGEHOG 2
- 4  COSMIC SPACEHEAD
- 5  PGA TOUR GOLF 2
- 6  FANTASTIC ADVENTURES OF DIZZY
- 7  MORTAL KOMBAT 2
- 8  F15 STRIKE EAGLE 2
- 9  BATMAN RETURNS
- 10  THE LION KING

- **Managing Editor:** Richard Barker
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Covers:** Carl Finn
- **Publisher:** Rob McManamy

SONIC

THE HEDGEHOG

The Great Escape! PART 2

Script: NIGEL KITCHING Art: ROBERTO CORONA/TIMOTHY MARX Lettering: ELLIE DE'VILLE

SONIC AND HIS GANG ARE ATTEMPTING TO RESCUE THIRTY-FIVE OF THE EMERALD HILL FOLK FROM ONE OF ROBOTNIK'S BADNIK PROCESSING PLANTS.

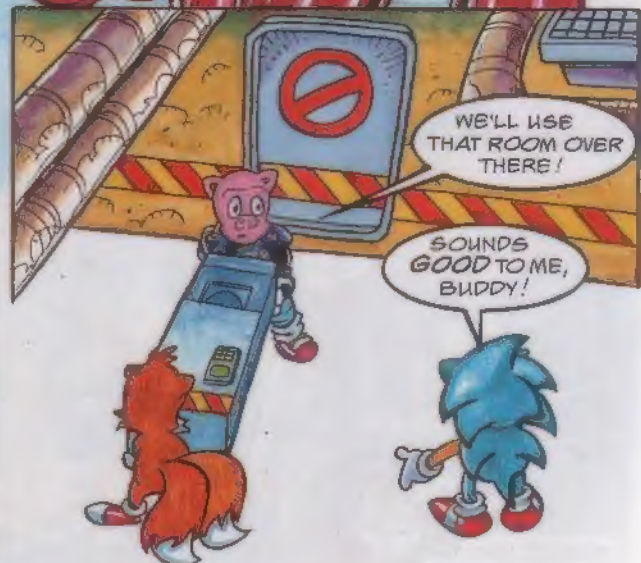
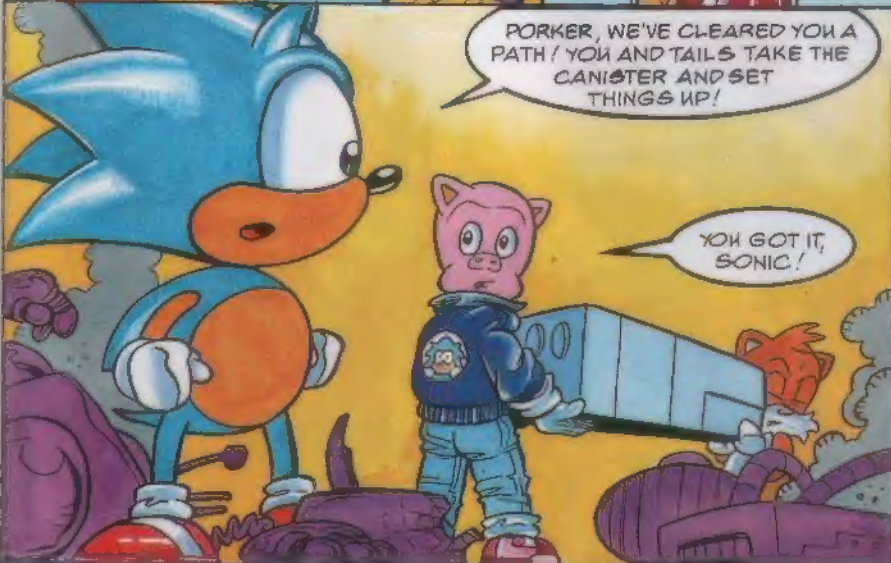
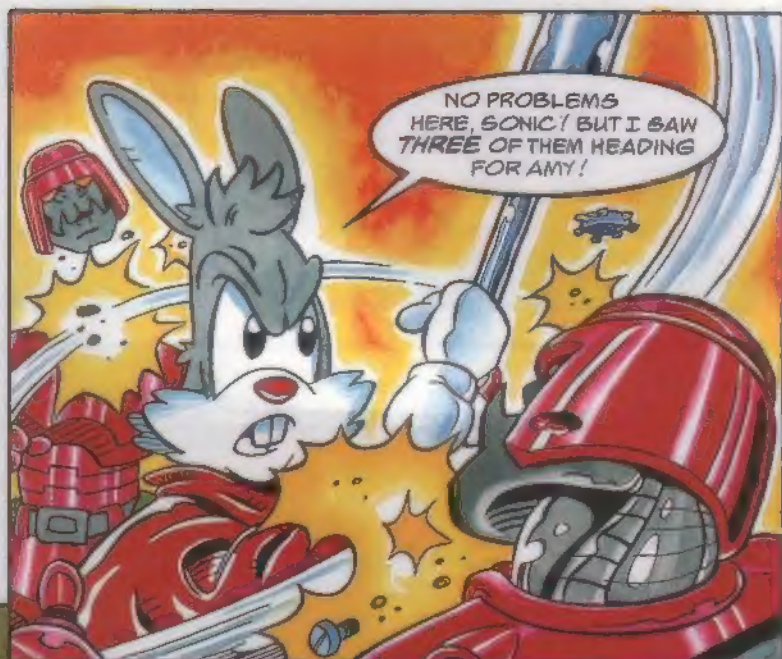
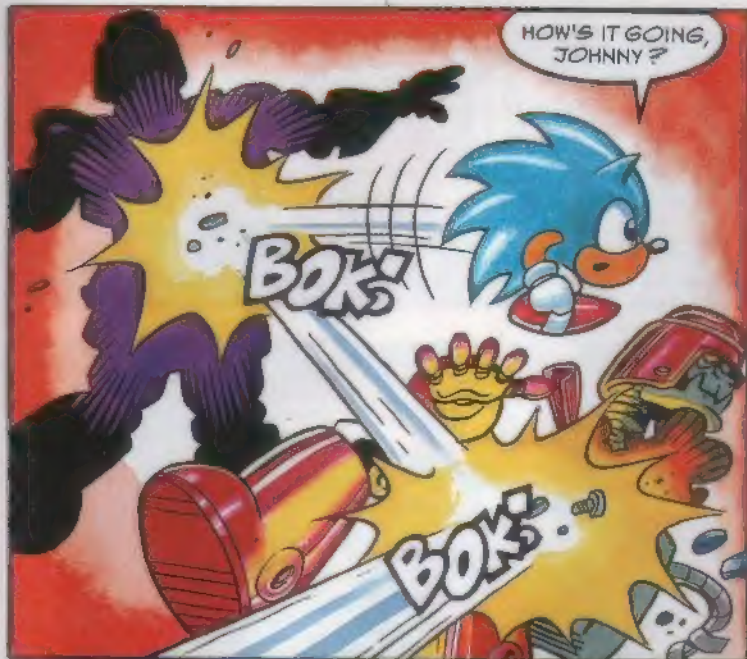
THINGS ARE NOT GOING ALL THAT WELL!

OKAY, GUYS, THEY'RE ON TO US... MIGHT AS WELL DITCH THE BADNIK DISGUISES!

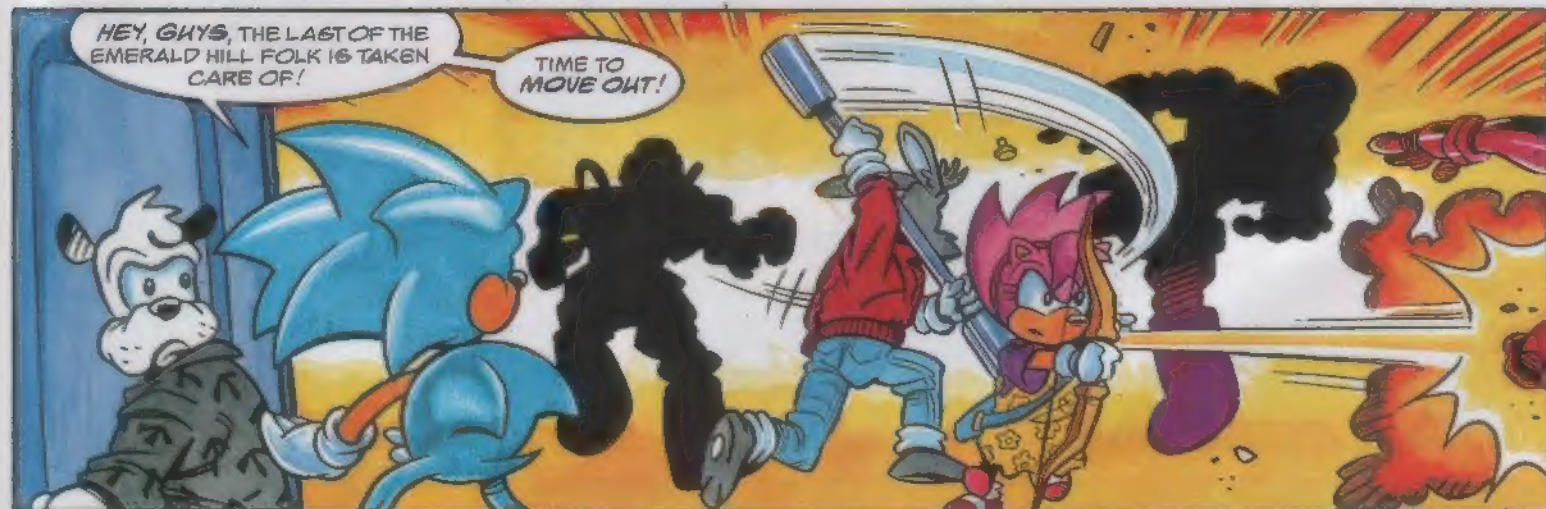
WHAT ARE YOU BADNIKS WAITING FOR? GET THEM!

YOU ALL KNOW WHAT TO DO. SO LET'S GET THIS SHOW ON THE ROAD!

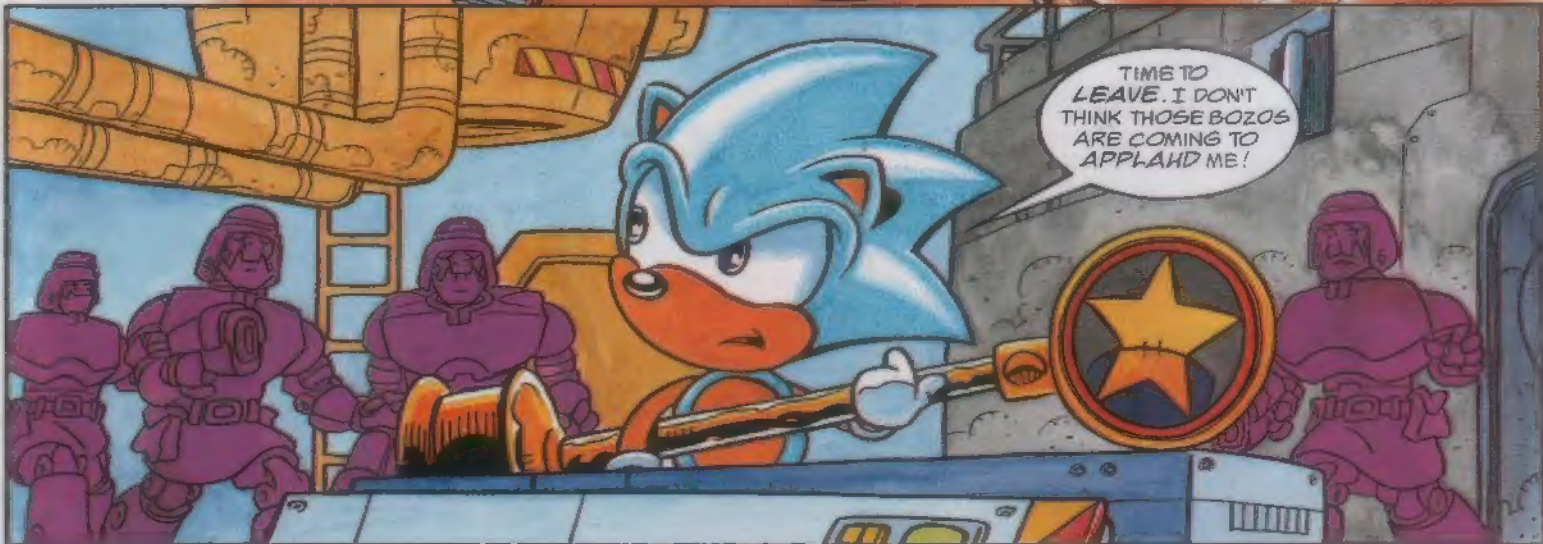
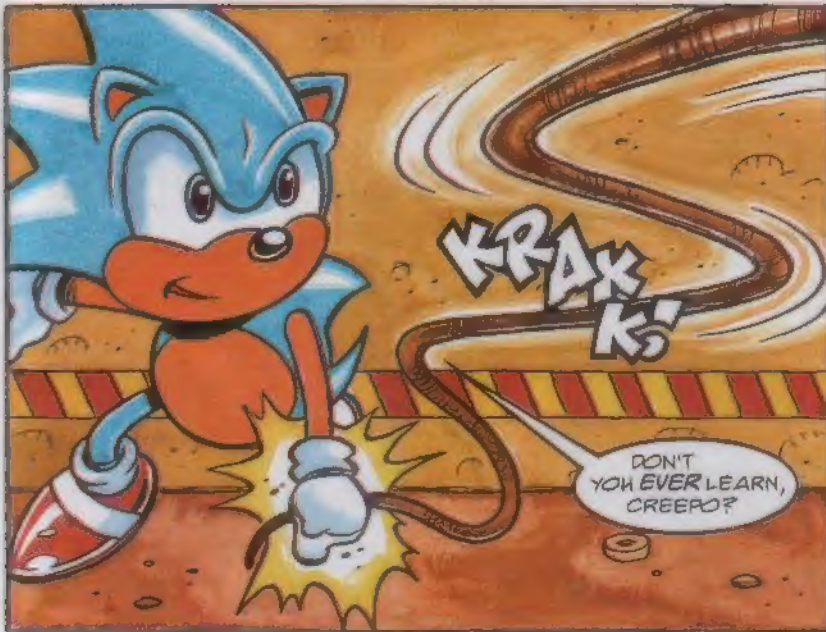














MEANWHILE.

WH... WHERE
ARE WE?

THIS IS
THE FLOATING
ISLAND... YOU'LL BE
SAFE FROM ROBOTNIK
HERE, ALONG WITH THE
REST OF THE EMERALD
HILL FOLK!

I JUST
HOPE SONIC
MADE IT.

THIRTY-FIVE
OF THE EMERALD HILL
FOLK RESCUED... NOT A
BAD DAY'S WORK!



HE DID.

YE-HAAA!
THOSE BADNIKS
DIDN'T EXPECT ME
TO BE ABLE TO FLY
OUT OF THIS
DUMP!

BUT THERE
ARE OTHERS, AND I'LL
NEVER REST UNTIL EVERY ONE
OF THEM IS FREE!



AND THERE'S JUST TIME TO
LOOK IN ON A CERTAIN
DOCTOR BEFORE WE GO.

THIRTY-FIVE
RESCUED YOU SAY... MOST
REGRETTABLE!



STILL, IT'S ONLY
A MATTER OF TIME...
I'LL FIND OUT WHERE THE
EMERALD HILL FOLK ARE
HIDING AND THEN I WILL
HAVE MY REVENGE!

NEXT ISSUE: THE RAMPAGE OF MEKANIK!

Graphic Zone

If this multi-cultural selection of drawings doesn't help get you in the holiday mood, nothing will!

Each artist-hume will receive a pack of Crayola Overwriter Pens.

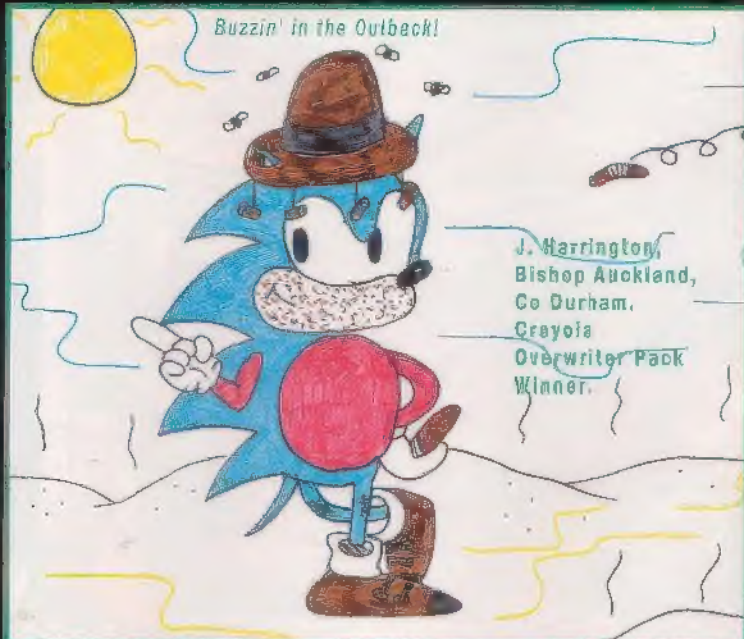


Ah-So-nic!



Simon Berthiaume,
Bridgewater,
Somerset, MD owner,
Crayola Overwriter
Pack Winner.

Buzzin' in the Outback!



J. Harrington,
Bishop Auckland,
Co Durham,
Crayola
Overwriter Pack
Winner.

Fly like an Egyptian!



Daniel
Baldwin,
Southport,
Merseyside,
Crayola
Overwriter
Pack Winner.

The Italian Hedgehog!



Peter Passarelli, Arnold,
Nottingham, MS owner,
Crayola Overwriter Pack
Winner.

CRAZ, HENSE



Daniel Pastore
Macclesfield,
Cheshire,
MD owner.
Crayola Overwriter
Pack Winner.

Vive le Knuckles!

James Day,
Ilfracombe,
Devon, MD owner.
Crayola Overwriter
Pack Winner.



Knuckles
la Français

A Pharaoh Size!



Daniel Baldwin,
Southport,
Merseyside,
Crayola Overwriter
Pack Winner.



REVIEW

Zone

THE ADVENTURES OF BATMAN AND ROBIN



SEGA MEGA DRIVE PLATFORM
1-2 PLAYERS



Just another quiet night in Gotham City ... but what's this I hear? The Joker, Penguin and Two-Face have escaped from the local sanatorium. This looks like a job for the Dynamic Duo

Fans of the TV cartoon series on which it's based will be pleased to know that Sega's *The Adventures of Batman and Robin* upholds the high standard of fast-paced action and slick production values. Everything about the game should look familiar as the heroes, villains and settings have all been faithfully recreated.

As for the gameplay, this is your basic left-to-right beat 'em up, improved by having Batman in the leading role. *Batman and Robin* is best played in the two-player mode using Boy Wonder to assist Batman in his quest. Either way, this is a hugely enjoyable romp through the dark corners of Gotham City. The action is

BATING SYSTEM
under 40% = Yawsuville
40% - 60% = Gotham City
60% - 80% = Fun City
80% - 90% = Big Time City
90% - 100% = Mega City

70% - 80% = Fun City
80% - 90% = Big Time City
90% - 100% = Mega City

continuous, with villains trying to thwart you at every turn, and old favourites such as The Joker turning up as tough end-of-level bosses.



Our heroes come equipped with a number of weapons and have access to regular power-ups that can be used from a distance. At close range, the pair can usually survive using their array of punches, kicks and head-butts. The bosses are seriously challenging and can only be successfully destroyed by planning an attack; it can be frustrating bashing your way to the end of a level only to run out of continues. However, no password in this case makes the game a better challenge!

Last but not least, special mention should be made of the impressive 3-D levels, particularly the Batwing stage which takes the form of an overhead arcade shoot 'em-up giving a bird's eye view of Gotham City. In short, *The Adventures of Batman and Robin* is fast, challenging and well worth a play



FAST-FACTS	
PUBLISHER SEGA	PRICE £44.99
GRAPHICS	
SOUND	
PLAYABILITY	
RAVES GRAVES	
OVERALL 82%	

"T S CASEY I'M BACK IN
THE VIRTUAL REALITY OF
WILDSIDE SEARCHING FOR A
SCHOOLMATE WHO GOT LOST IN
THE GAME

OK SO HE'S NOT EXACTLY A
MATE AT SCHOOL HE'S KNOWN
AS A BULLY BRAD BUT IN
WILDSIDE, I GOT A NEW NAME
TOD. HERE, I'M KID
CHAMELEON!

KID CHAMELEON

BACK TO ONCEUPON PART 3

NOW I'VE TRANSFORMED INTO
THIS JUGGERNAUT GUY I GOTTA
BREAK OUT OF THE GRAVEYARD
LEVEL AND GET FURTHER INTO
THE GAME

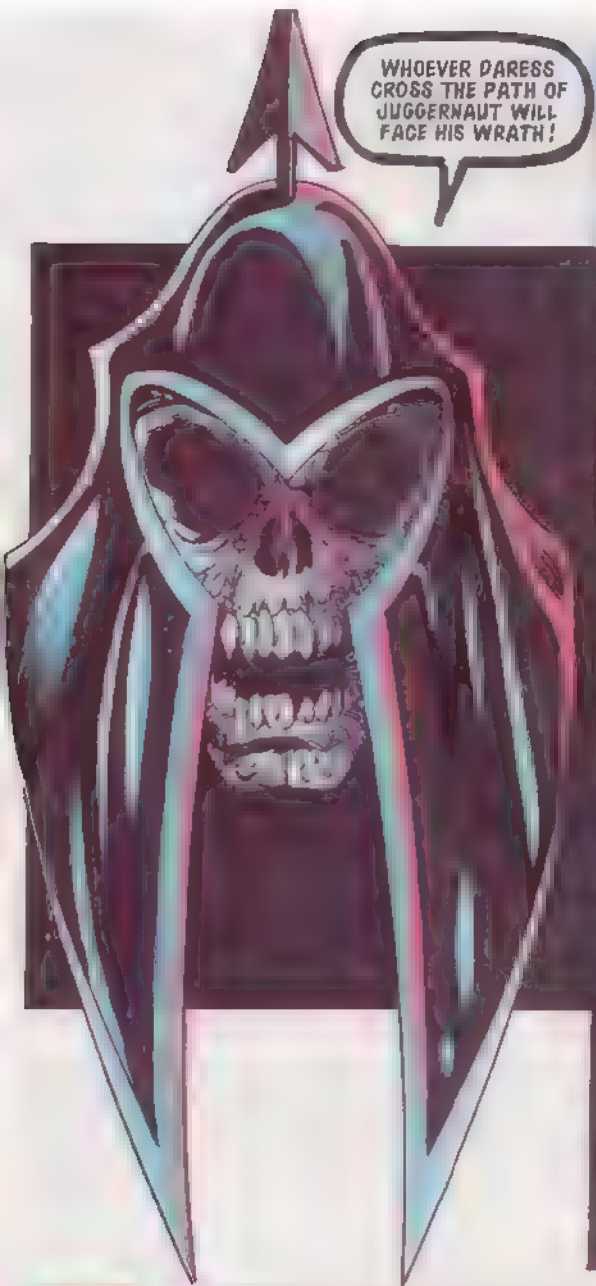
JUST ONE PROBLEM. HOW
TO GET PAST THESE
SUPERNATURAL CREEPS?

RRAAGGHH!

THOOM!

PREPARE TO
FACE YOUR
DESTINY,
DEVIL SPAWN!

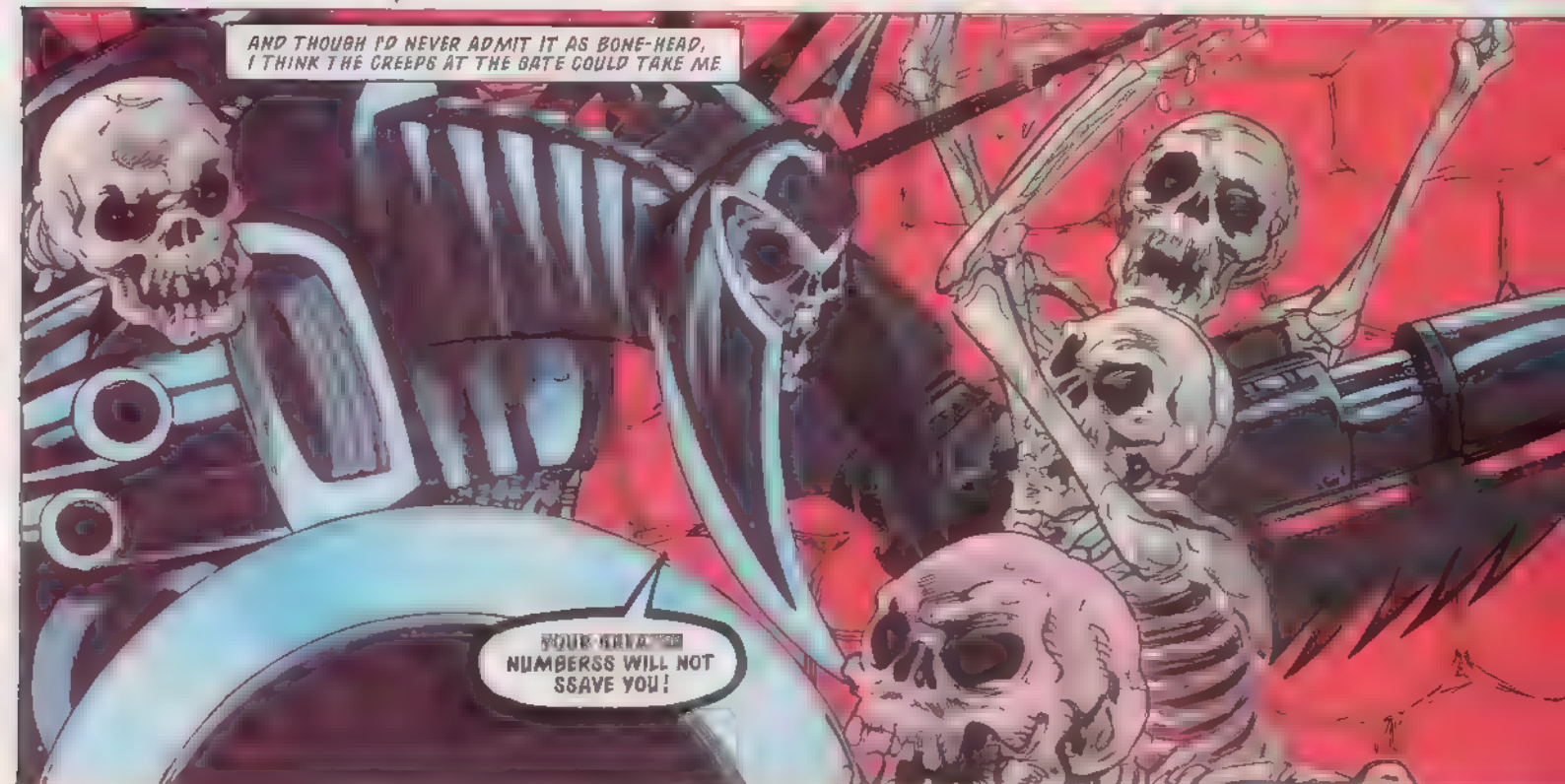
Script: MICHAEL COOK
Art: BRIAN WILLIAMSON/STEVE WHITE
Lettering: TOM FRAME



WHOEVER DARESS
CROSS THE PATH OF
JUGGERNAUT WILL
FACE HIS WRATH!



HMMM, THE TELEPAD TO THE NEXT
ZONE'S BEYOND THOSE GATES.



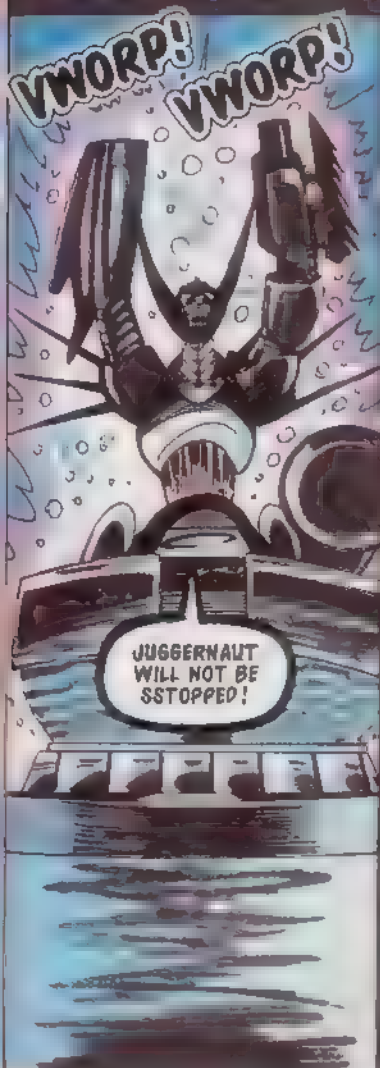
AND THOUGH I'D NEVER ADMIT IT AS BONE-HEAD,
I THINK THE CREEPS AT THE GATE COULD TAKE ME

YOUR ~~KNOWLEDGE~~
NUMBERSS WILL NOT
SSAVE YOU!

BUT I'M JUGGERNAUT.

THOOM!

WHO NEEDS GATES?



JUGGERNAUT
WILL NOT BE
STOPPED!

ALL I'VE GOT IS A
SCRAWLED MESSAGE ON
A SUBWAY WALL AND A
MYSTERY VOICE THAT
KEEPS SPEAKING TO ME ..

CHAMELEON,
YOU SHOULD KEEP
FOCUSED ON WHAT
LIES AHEAD OF YOU

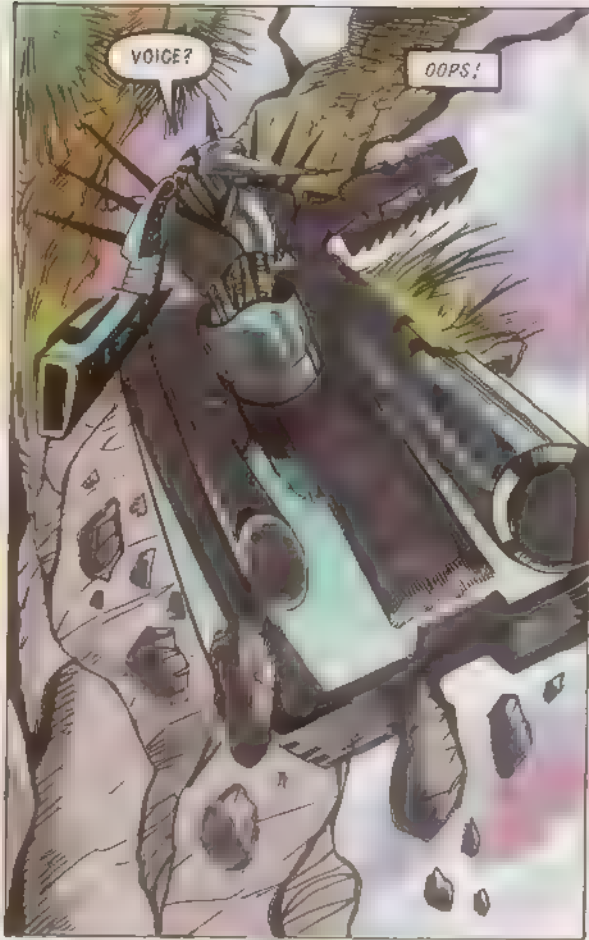
THE VOICE
SPEAKS
AGAIN ?

MINDS RAC'NG I'VE
COMPLETED TWO ZONES,
BUT I'M STILL NO
NEARER FINDING BRAD



KEEP FOCUSED? I'M TRYING! WHAT DID THE MESSAGE SAY? "BEWARE THE DANGER OF ISLECATRAZ" BUT WHAT'S THAT?

VOICE!
EXPLAIN
ISLECATRAZ!



VOICE?

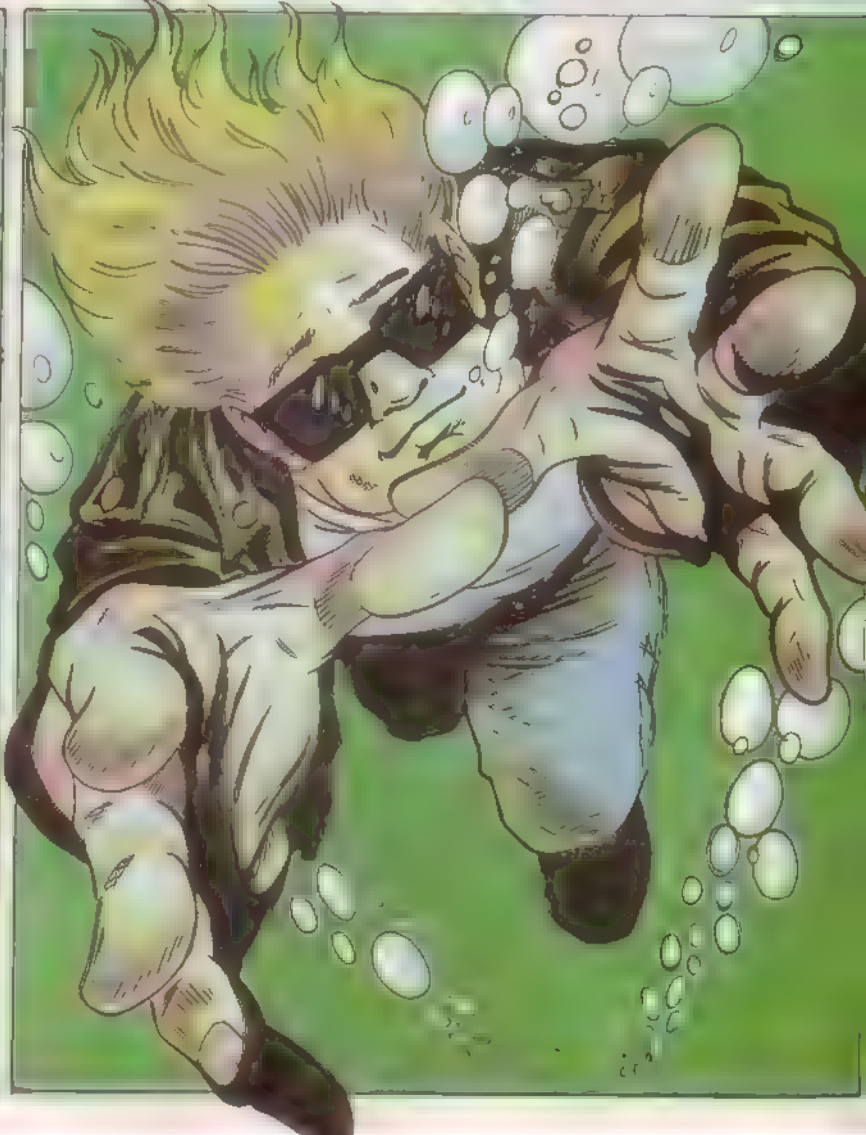
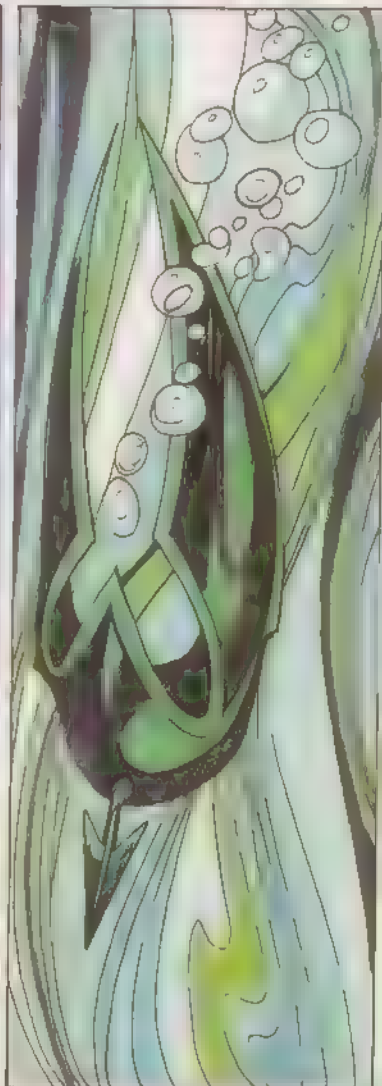
OOPS!



STUPID STUPID, STUPID! DIDNT
"KEEP FOCUSSED ON THE ROAD
AHEAD" NOW I JUST GOTTA .



УБРАНИ!



STILL BROGGY. DON'T KNOW HOW LONG I'VE BEEN AT SEA. I THINK I PASSED OUT BACK THEN...

HEY, I THINK THERE'S PEOPLE ON THE BEACH

IN MY CONDITION, I JUST HOPE THEY'RE FRIENDLY.

SIR, LOOK!

HEY

CHAIN HIM WITH THE OTHERS.

HEY... THAT'S

I DON'T BELIEVE I'VE COME ALL THIS WAY TO SAVE A GUY AND

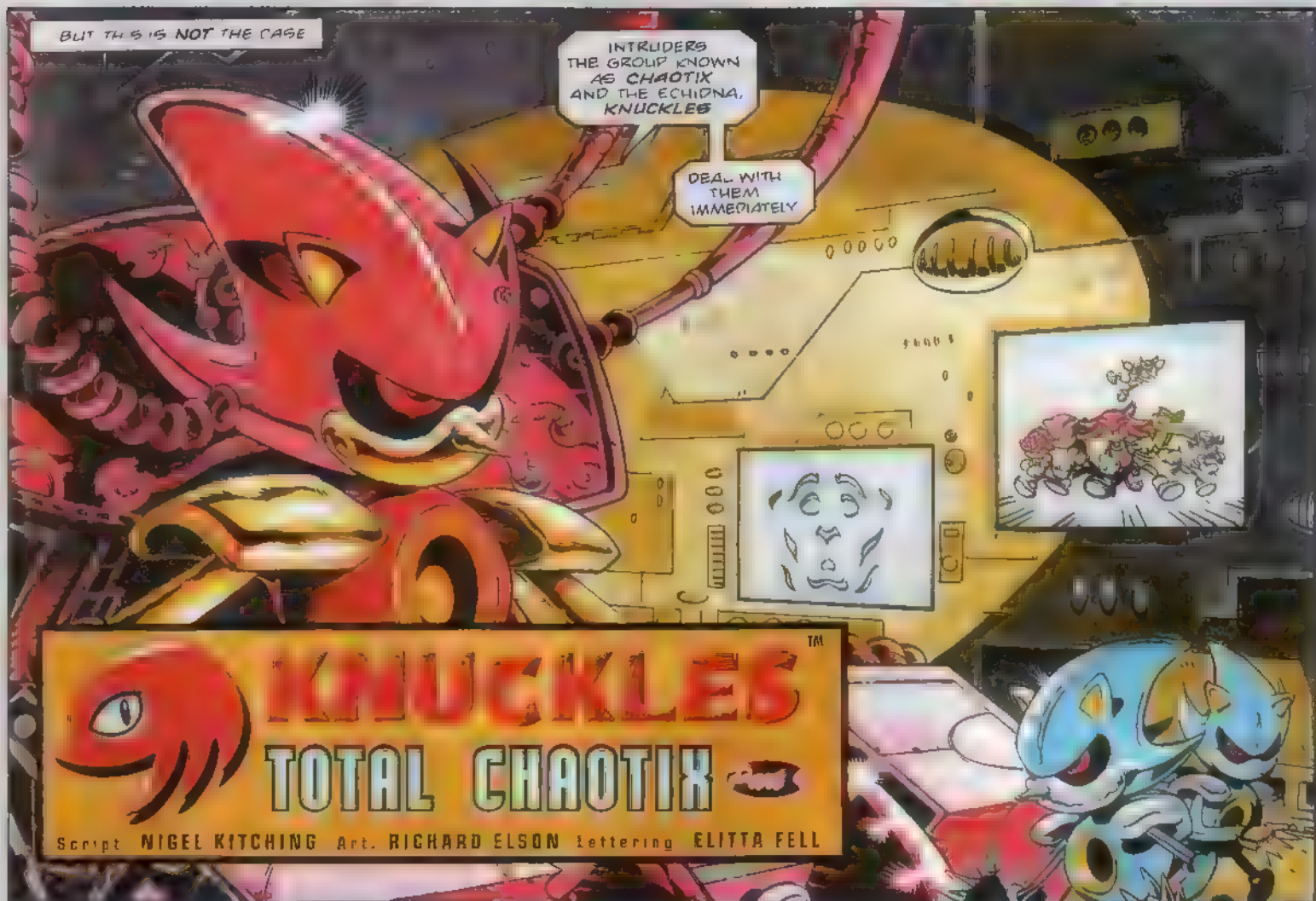
...BRAD!

NEXT SSJF DESTINATION IS ECATRAZ



THE SPECIAL ZONE.

ROBOTNIK'S OLD BASE OF OPERATIONS
WAS THOUGHT TO BE DESERTED



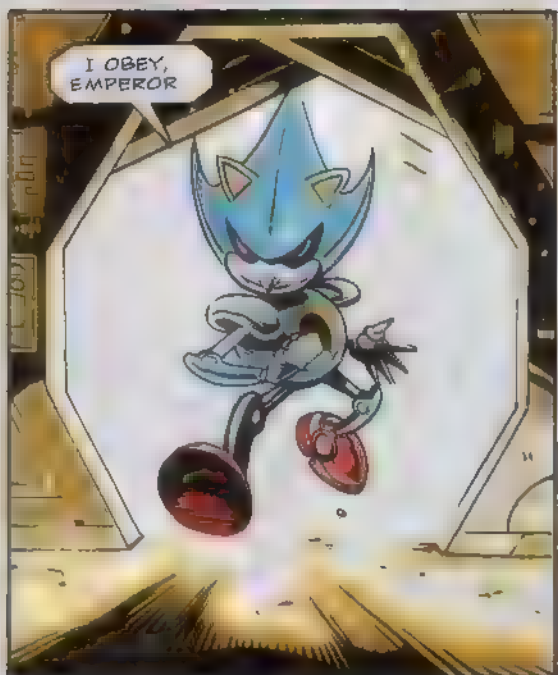
BUT THIS IS NOT THE CASE

INTRUDERS
THE GROUP KNOWN
AS CHAOTIX
AND THE ECHIDNA,
KNUCKLES

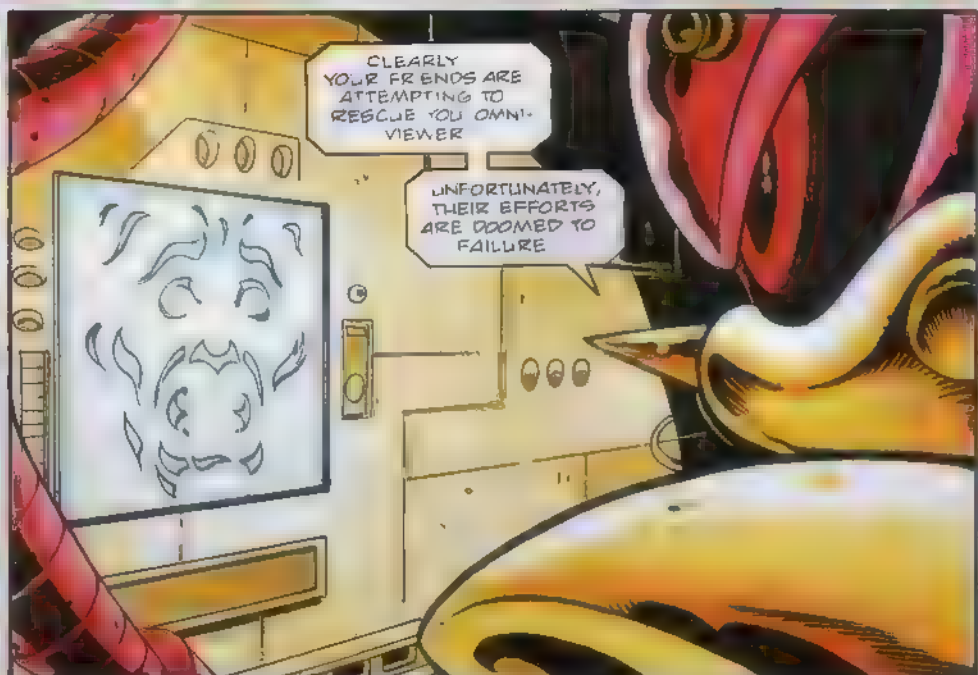
DEAL WITH
THEM
IMMEDIATELY

KNUCKLES TOTAL CHAOTIX

Script NIGEL KITCHING Art. RICHARD ELSON Lettering ELITTA FELL



I OBEY,
EMPEROR



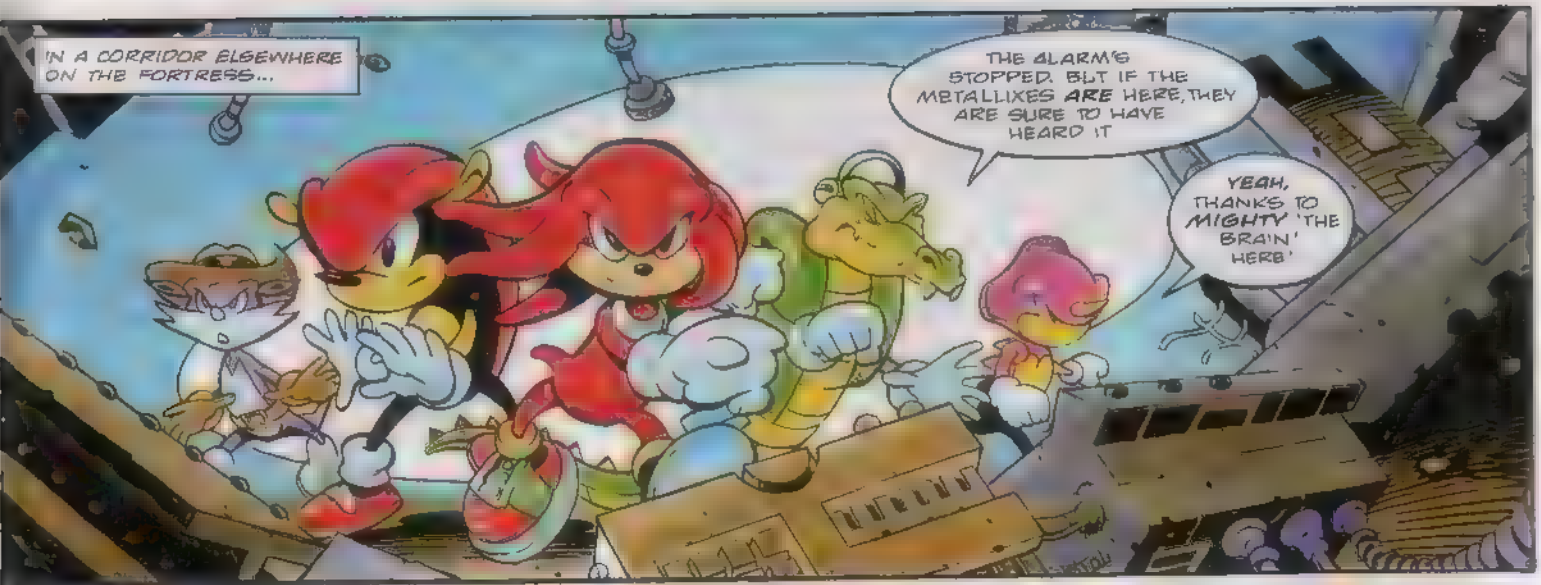
CLEARLY
YOUR FRIENDS ARE
ATTEMPTING TO
RESCUE YOU OMNI-
VIEWER

UNFORTUNATELY,
THEIR EFFORTS
ARE DOOMED TO
FAILURE

IN A CORRIDOR ELSEWHERE
ON THE FORTRESS...

THE ALARM'S
STOPPED, BUT IF THE
METALLIXES ARE HERE, THEY
ARE SURE TO HAVE
HEARD IT

YEAH,
THANKS TO
MIGHTY 'THE
BRAIN'
HERE!



WHAT'S
THAT CRACK
MEANT TO
MEAN?

IT MEANS
IT WAS YOU WHO
SET THE ALARM OFF
IN THE FIRST
PLACE!



YOU
CREEP, ESPIO!
I OUGHT
TO.

JUST
TRY IT, BIG
MOUTH!

GIVE
IT A REST,
BOTH OF
YOU



HEY,
CHARMEE'S BACK!
SEE ANYTHING
SQUIRT?

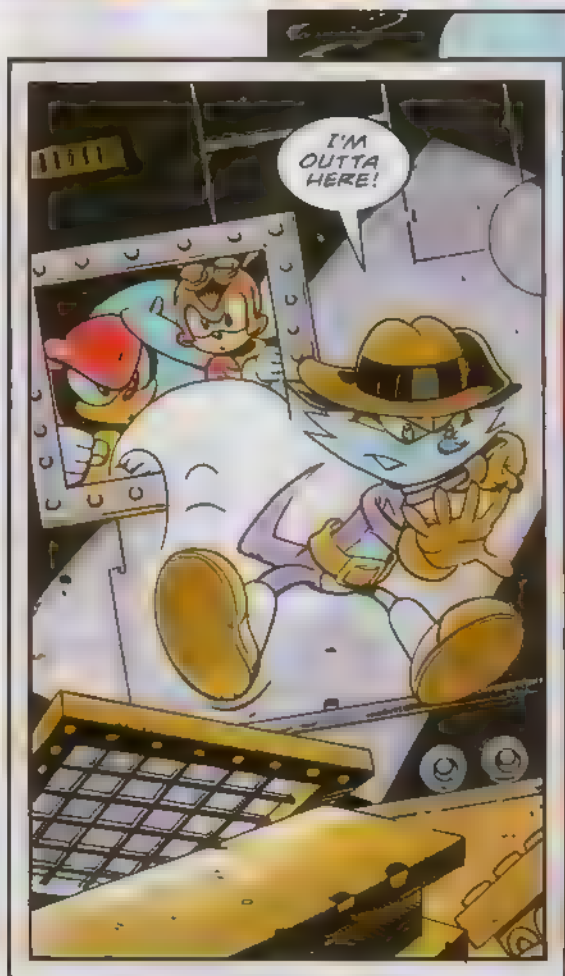
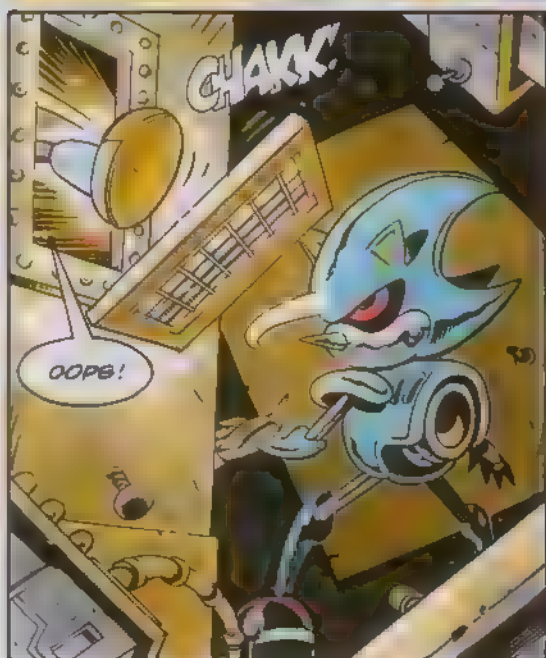
DID I EVER!
THE METALLIXES ARE HERE
ALL RIGHT! AND ONE
OF THEM IS HEADING THIS
WAY!

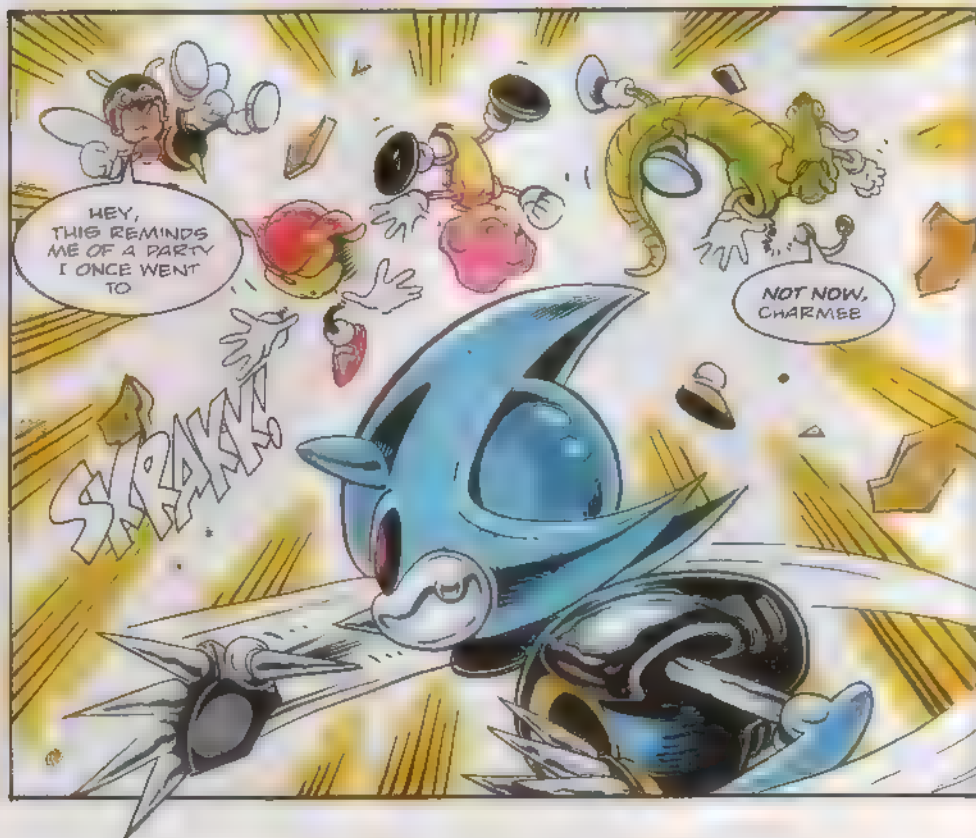
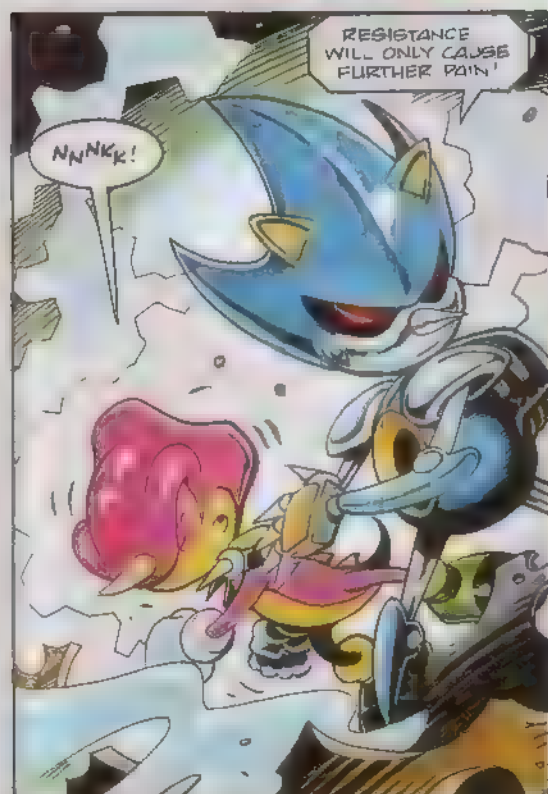


QUICK
EVERYONE IN
HERE!

THE
VENTILATION
SYSTEM? WHAT
A CLICHÉ!



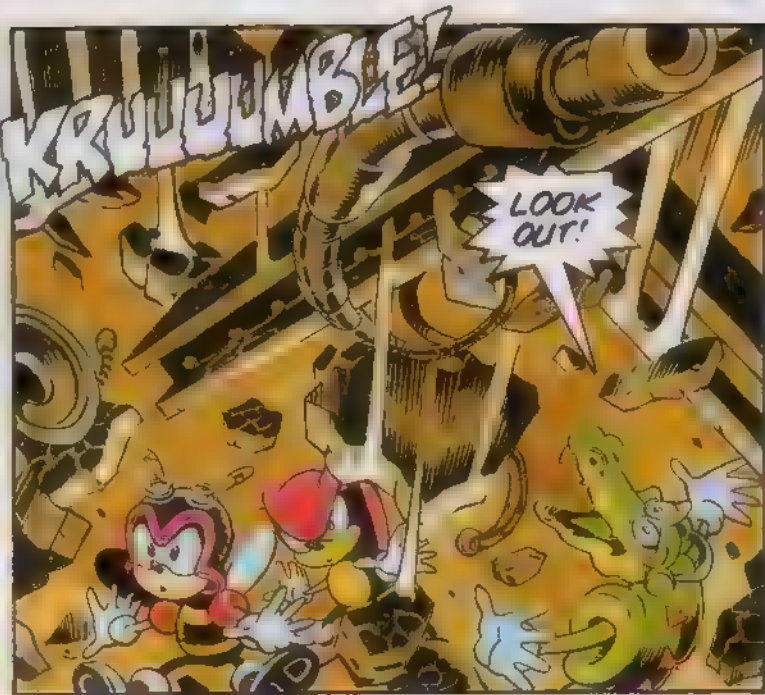






HAAH...
MISSED US BY
A MILE!

I DON'T
THINK HE WAS
TRYING TO HIT US,
MIGHTY



LOOK
OUT!



FOUR SUBJECTS
DISABLED RECORDS
INDICATE FIVE
AUTHORISED TARGETS



WELL, HOW
ABOUT THAT? THE
METAL CREEP CAN'T
EVEN COUNT THERE
WERE SIX OF
US

KNUCKLES FORMER
ALLY OF DOCTOR
ROBOTNIK MOST RECENT
INFORMAT ON LINKS HIM
WITH THE DESTRUCTION
OF THE DEATH EGG



THAT'S ME,
TIN-HEAD!

AND I WANT
YOU TO REMEMBER
THAT NAME BECAUSE
IT'S THE LAST THING
YOU'RE EVER GOING
TO HEAR!

NEXT ISSUE KNUCKLES VERSUS METALLIK!

Q Zone

Q. When I read the Q Zone in STC 48, I was very excited to see a cheat for one of my favourite Mega Drive games, *The Lion King*. However, I was bitterly disappointed when I couldn't get the cheat to work! Have you made a boo-boo or am I doing something wrong?

Once again, David Gibbon, dives into the Q Zone mailbag in an attempt to put an end to Boomers

brain-aching queries!

Q&A SPECIAL

LION KING



Q. When I read the Q Zone in STC 48, I was very excited to see a cheat for one of my favourite Mega Drive games, *The Lion King*. However, I was bitterly disappointed when I couldn't get the cheat to work! Have you made a boo-boo or am I doing something wrong?

Michael Bicewill, Co. Lewis, Ireland, Jonathan Hurrell, Benfleet, Essex, Sebastian Hall, Warks, Nr Nuneaton, Charlie Owen (no address supplied), and loads more of you!



A. Whoops! Unfortunately, I should have said 'Sound Effects' and not 'Sound Test'. Sorry to all fauna-type-Boomers everywhere (chew!). In an attempt to make up for it here is the correct cheat:-

ENTER THE CODE

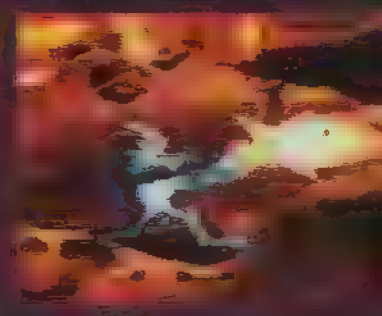
From the menu screen, select Options. Go to the Sound Effects (not Sound Test!) option and press Right, A, A, then B on your joypad. Next, press Start and both options should now appear. If it doesn't work this time, then my name's Simba - which it isn't, so there!

EARTHWORM JIM



Mega Drive

Q. When I tried the Earthworm Jim cheat in STC 48, nothing happened! I paused the game and pressed A, Left, B, B, A, A, Right, B, B and A, but to no avail!



Please put me out of my misery and tell me what's wrong!

Mike Saxon, Stockport, Cheshire, Charlie Emery, Bow, London and Steve Marshall, Mansfield, Notts

A. We've received a lot of letters on this, but the fact is the cheat was actually correct (who said that's unusual?). However, a lot of you Boomers out there have been entering the cheat in the wrong way and this is the reason it did not work. Especially for you lot, here's the correct way to enter this bit and much-requested cheat:



Start the game as normal, then press Down to pause. On your joystick, press A and Left together. Now, press B, B and A. Then press A and Right together, finally press B, B and A. Hopefully you should see the screen clear, a picture of the programmers appear and you hear the words 'cheater'.

You'll also notice that as well as a level select, the cheat screen also allows you to become invulnerable and to see a map of the level before you start playing.

SONIC & KNUCKLES



Q. In STC 50 you mentioned that you would like to hear from anyone who has managed to get all the way through *Sonic & Knuckles* to reach the Doomsday Zone. Well, I've gone and done just that! Lucien Young, Morpeth, Northumberland, Steven Harris, Betchingley, Surrey, Andrew Coyne, Epsom Downs, Surrey, Michael Beresford, Littleover, Derby, and many more!

Here's exactly how they managed it:-

A. Start by plugging *Sonic 3* into *Sonic & Knuckles*. Next, play right through *Sonic 3* and *S & K*. Collect as many emeralds as you can; you need a minimum of seven emeralds to reach the Doomsday Zone. However, all 14 emeralds are needed to become Hyper Sonic. Right, following the Death Egg Zone, you'll enter the Doomsday level where you'll automatically change into either Super or Hyper Sonic; the Doomsday Zone involves trying to dodge meteors and asteroids, as well as the odd missile! You'll have to constantly collect extra rings as Sonic's will deplete at the rate of one per second. If you don't, Sonic will fall to his doom! Once you reach Robotnik's ship, you must dodge the fire and make the Sonic-seeking



missiles crash into Robotnik's ship and not you! Eight hits should do it. Next, you must chase Robotnik through another asteroid belt and repeatedly crash into Robotnik. After

eight hits, sit back and enjoy the end-of-game sequence!

The Q Zone mailbag overflowed following the request to find players who reached the Doomsday Zone!

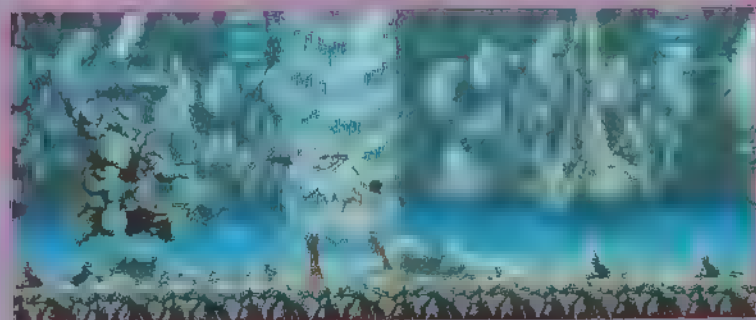
Congratulations to all Sonic-type-geniuses out there, but the first one to reach the STC office was Lucien, so a special well done to you.

For anyone who has a Game Genie but has been unable to reach the Doomsday Zone, try these codes:-

Before playing *Sonic & Knuckles*, enter the following:-

CODE	EFFECT
K2WACA4J	INFINITE LIVES
AWXTCA4C	NEVER LOSE RINGS
RGSAAGYY	ONE BLUE SPHERE NEEDED FOR EMERALD

SHINOBI



Q. I am having trouble completing *Shinobi* on the Master System. Please print a level select and invulnerability cheat.

Philip Haynes, Farnborough, Hants.

A. Unfortunately, Philip, I don't have an invulnerability cheat, but I can certainly give you a level select. Well, you can't have everything!

LEVEL SELECT

Press the joystick diagonal Down and Left, together with button two. You should now be able to select the starting stage.

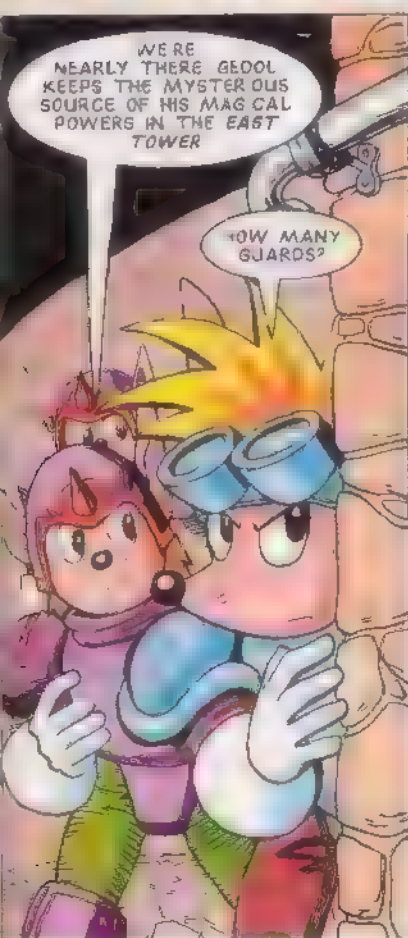
KING GEDOL HAS THE WORLD OF ELNORN UNDER A POWERFUL SPELL, TURNING THE ENTIRE POPULATION INTO HIS EVIL SUPPORTERS ONLY. SPARKSTER'S ROCKET KNIGHT ARMOUR KEEPS HIM IMMUNE.

SPARKSTER

LAST OF THE
ROCKET KNIGHTS!
Part 4

Script: MARK EVERTON Art: MARK PAGE Lettering: STEVE POTTER

STAY CLOSE
GEDOL'S ENCHANTMENT
WILL RETURN IF YOU MOVE
TOO FAR AWAY!



SUDDENLY

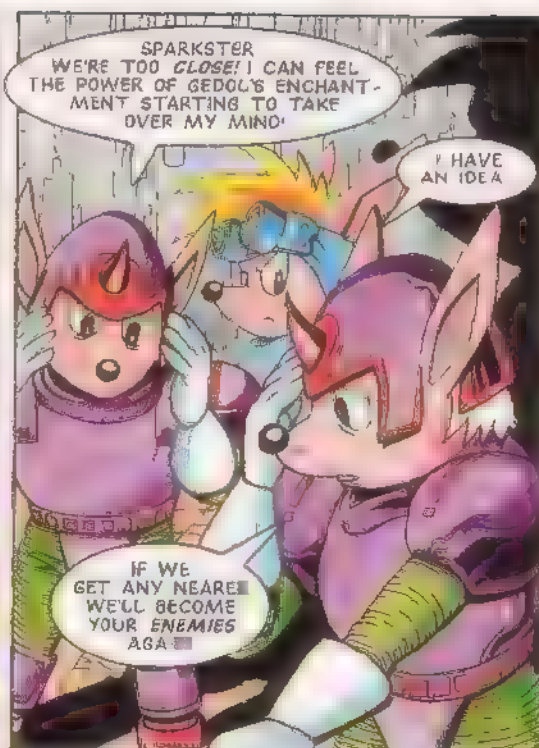
WHAT?
THERE'S ONE HECK OF
A NOISE COMING FROM THE STREET
OUTSIDE! I WONDER WHAT'S
GOING ON...

OH NO!
TIME IS
RUNNING
OUT

PRINCESS
SHELLY IS ALREADY ON HER
WAY TO HER WEDDING TO
KING GEDOL!



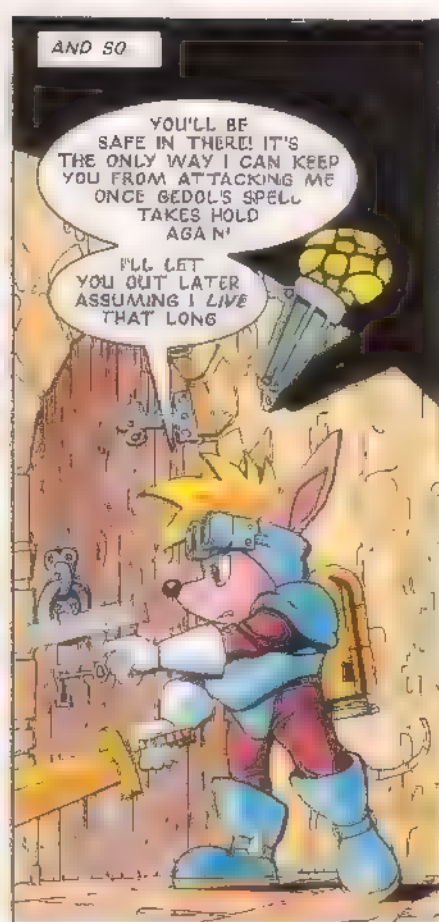
IT'S AMAZING!
WHATEVER IS IN THE EAST
TOWER I CAN FEEL ITS POWER
THE EVIL IS ALMOST
UNBEARABLE!



SPARKSTER
WE'RE TOO CLOSE! I CAN FEEL
THE POWER OF GEDOL'S ENCHAN-
TMENT STARTING TO TAKE
OVER MY MIND!

I HAVE
AN IDEA

IF WE
GET ANY NEARER
WE'LL BECOME
YOUR ENEMIES
AGAIN



AND SO

YOU'LL BE
SAFE IN THERE! IT'S
THE ONLY WAY I CAN KEEP
YOU FROM ATTACKING ME
ONCE GEDOL'S SPELL
TAKES HOLD
AGAIN!

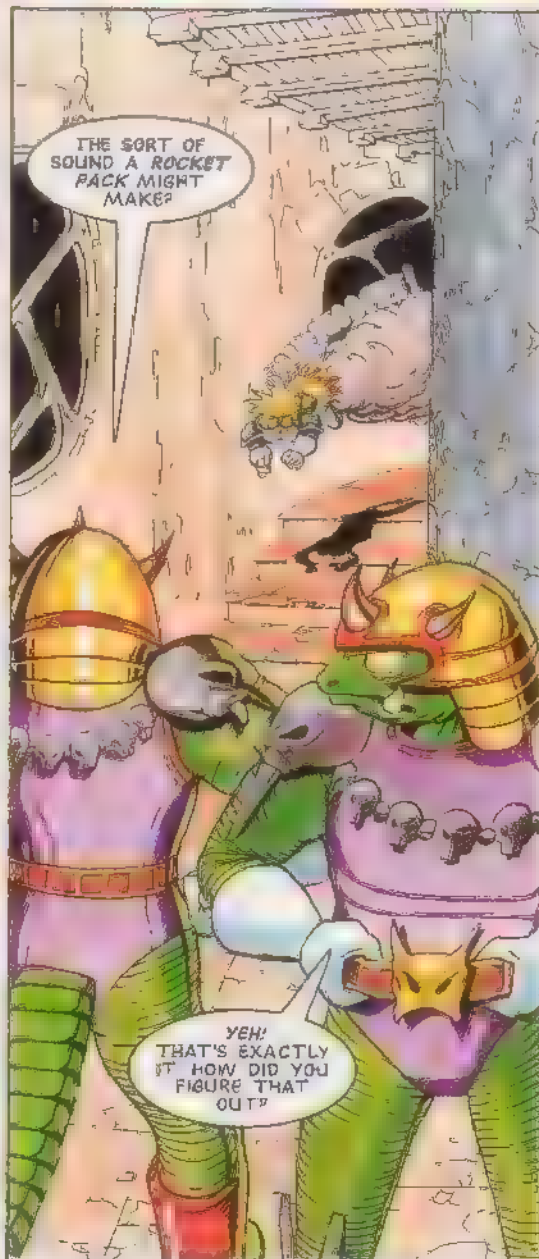
I'LL LET
YOU OUT LATER
ASSUMING I LIVE
THAT LONG



YOU HEAR
THAT?

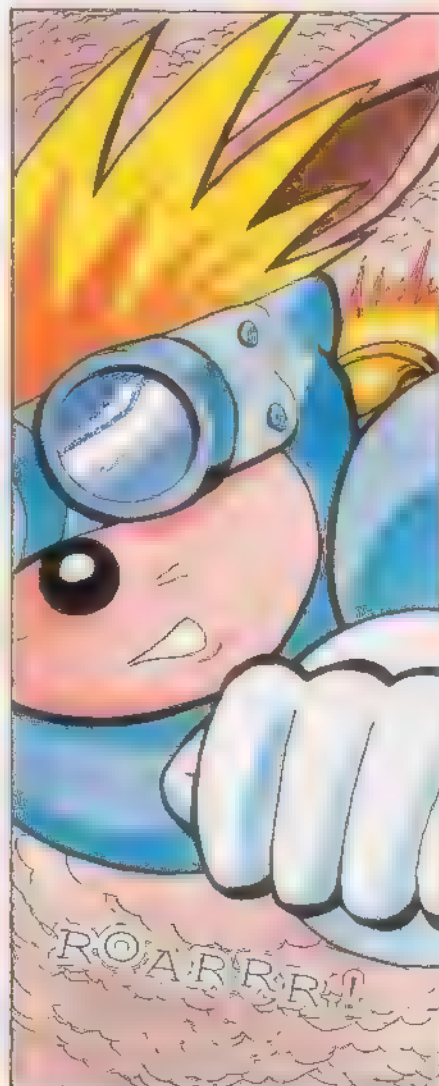
HEAR
WHAT?

I DUNNO
SORT OF A ROARING
SHOOHING SORT
OF A

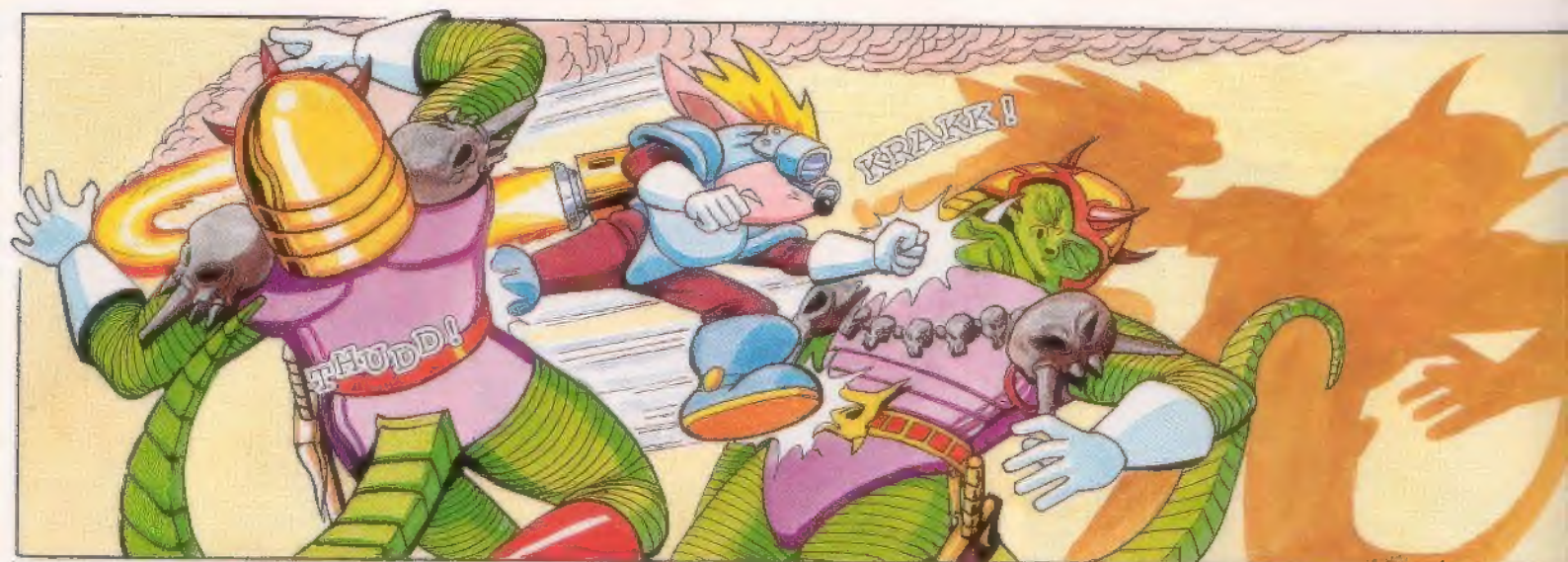


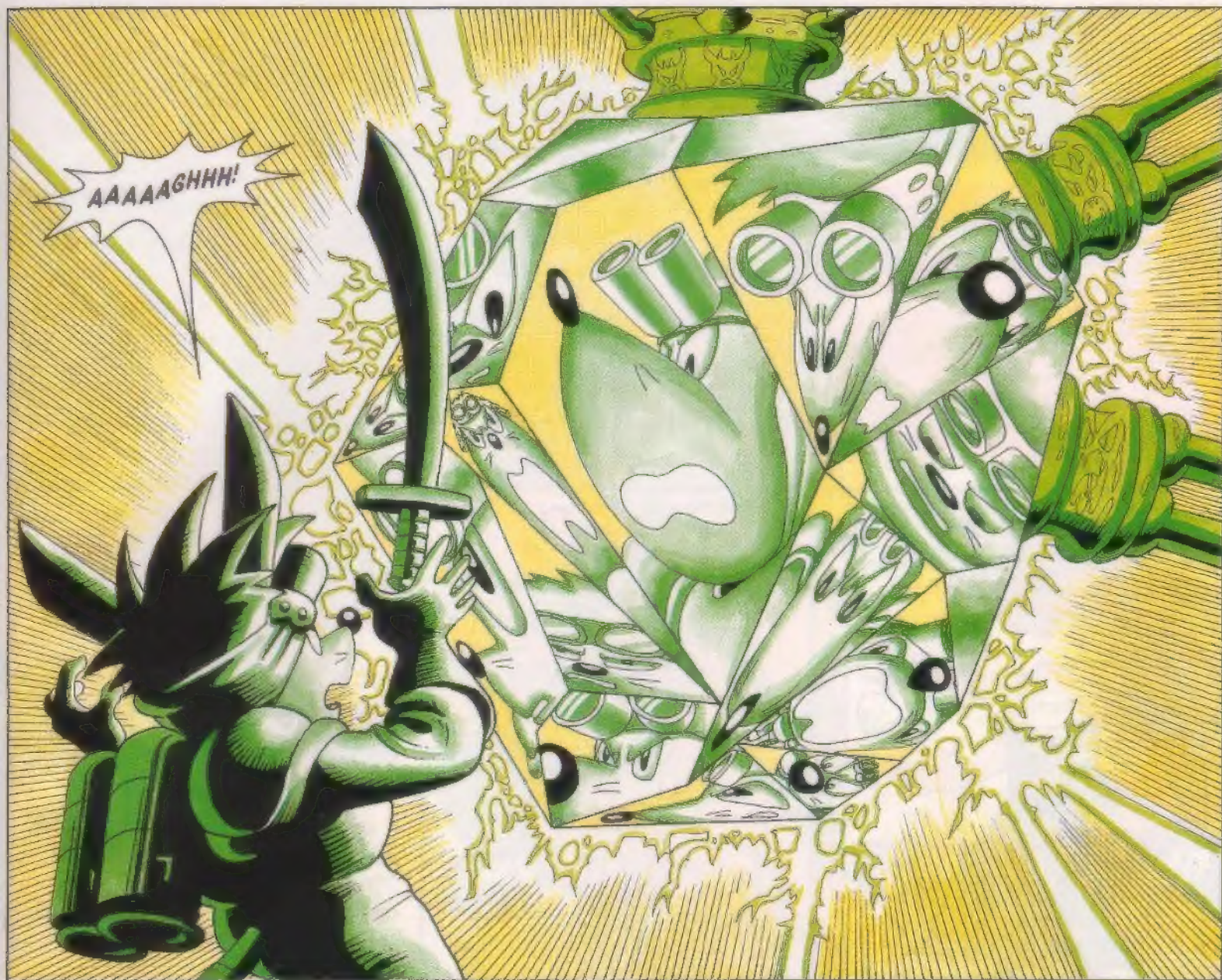
THE SORT OF
SOUND A ROCKET
PACK MIGHT
MAKE?

YEH!
THAT'S EXACTLY
IT! HOW DID YOU
FIGURE THAT
OUT?



ROARRR!





NEXT ISSUE: MARRIAGE VOWS!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: **Speedlines, Sonic The Comic**, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



Closet Reader!

Dear Megadroid,

I am a Sonic the Hedgehog fanatic and I drive my aunt crazy by hibernating in the bathroom with my copy of STC!

James Easton, Falkirk, Scotland.
MS owner.
Sonic Stationery Winner.



It's time to come out of the water closet James and share the STC experience with your aunt!

Rising Star?

Dear Megadroid,

I would like to see Sega make a game called **Enter the Cybernik** based on STC's own series. There could be some cracking gameplay as the Cybernik flies through the air firing lasers at oncoming Badniks. Also, will he be making a return to STC soon?

Kurt Walsh, Colchester, Essex.
MD owner.
Sonic Stationery Winner.



Nice idea, Kurt. You'll be pleased to know that the Cybernik returns in next issue's Sonic story, The Rampage of Mekanik.

Sonic gets ready for the release of the Judge Dredd film (out on 21 July).



↑ **Robert Webster, Edinburgh, Scotland.**
Sonic Stationery Winner.



Amy gets the ring of confidence!

↑ **Claudia Carmaciu, Chelmsford, Essex.**
MD owner. Sonic Stationery Winner.

Sonic Night Fever!

Dear STC,

Do Sega plan to record a cassette or compact disc of theme tunes taken from the Sonic games? **Thomas Frodsham, St. Helens, Merseyside.** MD owner.
Sonic Stationery Winner.

Not that we know of Tom.

You'll have to move to Japan where there's a band that plays nothing but games music.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for Helen Waller on 0171 344 6400.

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic** **Organiser** and **Tim** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of magnificent Sonic products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**



THE BAD AND THE UGLY!



DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 56
OF STC?

%



RAMPAGE OF MEKANIK!
THE CYBERNIK'S BACK!

KNUCKLES!
CHAOTIX BLASTING!

KID CHAMELEON!
PRISONER OF ISLECATRAZ!



SPARKSTER!
GETS REFLECTIVE!

STC57 - ANOTHER WICKED ISSUE!
ON SALE SATURDAY, 22 JULY 1995
£1.15